Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) An image generation system comprising:

a memory which stores a program and data for image generating; and

at least one processor which is connected to the memory and performs processing for image generating,

the processor performing:

depth cueing for an object on condition that the object is positioned within a depth cueing area such that the color of the object being more distant from a viewpoint is made closer to a target color, the depth cueing area being set unrelated to a size and a shape of the object;

varying an alpha (α) value of the object on condition that the object is positioned within the depth cueing area so that the object being more distant from the viewpoint becomes more transparent;

varying a depth cueing value for each vertex of the object based on a Z-value for each vertex of the object;

varying the alpha value for each vertex of the object based on the Z-value for each vertex of the object;

sorting objects of which alpha values are varied so that the objects are drawn in succession starting from an object nearest to the viewpoint; and

drawing an image viewable from a virtual camera in an object space in drawing order determined by the sorting processing while performing hidden-surface erasing based on a Z-buffer process for the objects of which alpha values are varied.

2. (Previously Presented) The image generation system as defined in claim 1,

the processor further performing:

drawing a most distant background including a color different from the target color.

3-9. (Canceled)

10. (Previously Presented) An image generation system comprising:

a memory which stores a program and data for image generating; and

at least one processor which is connected to the memory and performs processing for image generating,

the processor performing:

varying an alpha (α) value of an object depending on the distance between the object and the viewpoint on condition that the object is positioned within a depth cueing area, the depth cueing area being set unrelated to a size and a shape of the object;

sorting objects of which alpha values are varied so that the objects are drawn in succession starting from an object nearest to the viewpoint; and

drawing an image viewable from a virtual camera in an object space in drawing order determined by the sorting processing while performing hidden-surface erasing based on a Z-buffer process for the objects of which alpha values are varied.

11. (Currently Amended) A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a processing routine for implementing:

depth cueing for an object on condition that the object is positioned within a depth cueing area such that the color of the object being more distant from a viewpoint is made closer to a target color, the depth cueing area being set unrelated to a size and a shape of the object;

varying an alpha (α) value of the object on condition that the object is positioned within the depth cueing area so that the object being more distant from the viewpoint becomes more transparent;

varying a depth cueing value for each vertex of the object based on a Z-value for each vertex of the object;

varying the alpha value for each vertex of the object based on the Z-value for each vertex of the object;

sorting objects of which alpha values are varied so that the objects are drawn in succession starting from an object nearest to the viewpoint; and

drawing an image viewable from a virtual camera in an object space in drawing order determined by the sorting processing while performing hidden-surface erasing based on a Z-buffer process for the objects of which alpha values are varied.

12. (Previously Presented) The program as defined in claim 11, further comprising a processing routine for implementing:

drawing a most distant background including a color different from the target color.

13-19. (Canceled)

20. (Previously Presented) A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a processing routine for implementing:

varying an alpha (α) value of an object depending on the distance between the object and the viewpoint on condition that the object is positioned within a depth cueing area, the depth cueing area being set unrelated to a size and a shape of the object;

sorting objects of which alpha values are varied so that the objects are drawn in succession starting from an object nearest to the viewpoint; and

drawing an image viewable from a virtual camera in an object space in drawing order determined by the sorting processing while performing hidden-surface erasing based on a Z-buffer process for the objects of which alpha values are varied.

21. (Currently Amended) An image generation method comprising:

depth cueing for an object on condition that the object is positioned within a depth cueing area such that the color of the object being more distant from a viewpoint is made closer to a target color, the depth cueing area being set unrelated to a size and a shape of the object;

varying an alpha (α) value of the object on condition that the object is positioned within the depth cueing area so that the object being more distant from the viewpoint becomes more transparent;

varying a depth cueing value for each vertex of the object based on a Z-value for each vertex of the object;

varying the alpha value for each vertex of the object based on the Z-value for each vertex of the object;

sorting objects of which alpha values are varied so that the objects are drawn in succession starting from an object nearest to the viewpoint; and

drawing an image viewable from a virtual camera in an object space in drawing order determined by the sorting processing while performing hidden-surface erasing based on a Z-buffer process for the objects of which alpha values are varied.

22. (Original) The image generation method as defined in claim 21, further comprising:

drawing a most distant background including a color different from the target color.

23-26. (Canceled)

27. (Previously Presented) An image generation method comprising:

varying an alpha (α) value of an object depending on the distance between the object and the viewpoint on condition that the object is positioned within a depth cueing area, the depth cueing area being set unrelated to a size and a shape of the object;

sorting objects of which alpha values are varied so that the objects is drawn sequentially from an object nearest to the viewpoint; and

drawing an image viewable from virtual camera in an object space in drawing order determined by the sorting processing while performing hidden-surface erasing based on Z-buffer process for the objects of which alpha values are varied.